## I claim:

- 1. A drum having a resonant chamber having an external surface which is adapted to be struck by a player and which is adapted to produce a range of sounds and a means whereby the sound produced is able to be altered or changed by the user.
- A drum as claimed in claim 1 wherein the drum is in the form of a solid cubeor rectangle.
- 3. A drum as claimed in claim 2 wherein the material of all sides of the drum other than the external surface adapted to be struck by a player are relatively solid.
- 4. A drum as claimed in claim 2 wherein the surface adapted to be struck by a player is sufficiently thin as to be caused to vibrate on being struck.
- 5. A drum as claimed in claim 3 or claim 4 wherein the drum is adapted to be used as a seat by the player.
- 6. A drum as claimed in any preceding claim wherein the surface opposite the surface which is adapted to be struck by a player is provided with an aperture therein.
- 7. A drum as claimed in any preceding claim which has a plurality of internal snares which can selectively be brought into contact with the internal surface of

the external surface which is struck by the player, to alter the type of sound produced.

- 8. A drum as claimed in claim 7 wherein the snares comprise a plurality of thin elongated members which lie substantially parallel one to the other and which are connected to or adjacent the internal surface at a required spacing at each end thereof.
- 9. A drum as claimed in claim 8 wherein means are provided to cause the snares to be moved away from the surface.
- 10. A drum as claimed in claim 9 wherein the snares are flexible and the means to cause the snares to move away from the surface includes a member which passes beneath the snares, along the length thereof and which can be moved between two positions, in one of which the snares abut the surface and in the other the snares are displaced therefrom.
- 11. A drum as claimed in claim 10 wherein the snares are wires.
- 12. A drum as claimed in any one of claims 7 to 11 wherein the snares extend between two sides of the sur face.
- 13. A drum as claimed in any one of claims 10 to 12 wherein the member which passes beneath the snares has an extension which extends beyond the resonant chamber and can be manipulated by the player to modify the state adopted by the snares.
- 14. A drum as claimed in any preceding claim wherein within the resonant chamber

there is a bass drum stick having a handle and a head with the end of the handle away from the head being mounted for partial rotation so that the head can selectively be brought into contact with the inner surface of the resonant chamber in a striking manner.

- 15. A drum as claimed in claim 14 wherein the head of the bass drum stick is biased away from the surface.
- 16. A drum as claimed in claim 15 wherein the means about which the drum handle can rotate extends beyond the resonant chamber and to which may be connected a foot pedal, operation of which by the player causes partial rotation of the stick head and causes it to strike the inner surface.
- 17. A drum as claimed in any preceding claim when appended through claim 5 wherein there is a tunable extension which passes through the aperture in the surface opposite the surface which is adapted to be struck by a player which extension is adapted to alter the frequency of the sounds produced by the drum.
- 18. A drum as claimed in any preceding claim having an attachable sound effects board which is adapted to produce a sound that would otherwise be achieved by a separate instrument.
- 19. A drum as claimed in claim 18 wherein the sound board is attached to the surface which is struck by the player.
- 20. A drum as claimed in claim 19 wherein the sound board has as plurality of snares attached to the back thereof.

- 21. A drum as claimed in claim 19 wherein the sound board has as plurality of tambourine jingles attached to the back thereof.
- 22. A drum as claimed in any one of claims 18 to 21 wherein the soundboard is adapted to be fitted adjacent a corner of the surface which is struck by the player and is in the form of a segment of a circle and is of a size which does not obstruct normal striking of the drum.